
Communicating Numerical Values between Humans and Computers

- Recall that **all inputs** entered by users from the keyboard is actually an ASCII code

This also applies when the entry is a **number**.

For example, if the program prompts the user to enter an **integer value** and the user wants to enter the number 12, then he/she would type the keys '1' and '2', which will cause keyboard to transmit the ASCII codes 00110001 for '1' and 00110010 for '2'

On the other hand, the **integer value** 12 is represented inside the computer by the **2's complement code** 00001100.

Therefore, the ASCII codes in the input must first be **transformed** into a 2's complement representation (by a pretty complicated process)

- NOTE: The Java API library has provided the programmers with such conversion program.

After you read in a line (consisting of ASCII codes) from the keyboard using:

```
BufferedReader stdin = new BufferedReader
                        (new InputStreamReader(System.in));

String s = stdin.readLine();
```

You can convert this string of ASCII codes into a 2's complement representation with the **parseInt()** library function:

```
int i = Integer.parseInt(s);
```

The following material will basically show you what is going on inside this **parseInt()** library function....

Converting ASCII input number into 2's complement code

- I will use a concrete example to explain the process to make things easier to follow.

I will use the input string "12" - which actually consists of the two character ASCII codes 00110001 and 00110010

The output 2's complement representation for the value 12 is ofcourse 00001100

- First, you have to understand the difference between the **character** '1' and the **integer** 1

The representation for the character '1' is 00110001 (binary)

The (8 bit) representation for the integer 1 is 00000001 (binary)

So to obtain the value that is represented by the character '1', we subtract 00110000 from the ASCII code for '1' (00110001):

```
'1'  -----> 00110001
          - 00110000
          -----
                00000001
```

- Since the character represented by the code 00110000 is '0', we can also write:

```
'1'  -----> 00110001
          - (int) '0'
          -----
                00000001
```

- Here is a start of the program that is used to convert ASCII number representation to 2's complement representation:

The input "12" is processed from left to right. When the program processes the first digit '1', it performs the following calculation:

```
value = 0;
value = (int) '1' - (int) '0';
```

This will assign the **integer** 1 to value (i.e., value = 00000000000000000000000000000001₍₂₎);

- When the program processes the second digit '2', it would process the string "12" and must obtain the binary value 000000000000000000000000000001100

This can be achieved by the following statement:

```
value = 10*value + ( (int) '2' - (int) '0' );
          ^           ^
          |           |
          |           | This difference produces the integer value 2
          |           |
          |           | Since value was 1, this multiplication results in 10
```

The above statement will assign the **integer** 12 to variable value (i.e., value = 00000000000000000000000001100₍₂₎);

If you really must know, the computer performs all the operations in binary:

```
      10 = 00001010
value = 00000000000000000000000000000001 *
-----
10*value = 000000000000000000000000000001010
'2' - '0' = 00000010 +
```



```

    }
else
{ sign = 1;
}

/* -----
   Convert number

           N          N/10      N%10
   =====
E.g.:   123   --->   12   and   3   --- result ""
        12    --->   1    and   2   --- result "3"
        1     --->   0    and   1   --- result "123"
   ----- */
result = "";

/* -----
   Take care of all other values (except 0)
   ----- */
while ( value > 0 )
{
    next_digit = value % 10;      // remainder = next digit

    next_char = (char) (next_digit + '0'); // Convert to ASCII code

    result = next_char + result; // Put digit at start of number

    value = value / 10;          // remove the processed digit

}

// Put in the negative sign if needed...
if (sign == -1)
{
    result = "-" + result;
}
else
{
    result = "" + result; // optional...
}

return(result);
}

```

- **Example Program:** (Demo above code)

Example

- Prog file: [click here](#)

I also have a "Demo version" of the same program that shows how the process works: [click here](#)